

BatLab Basic Project Kit – Basic Musical Instrument

HOW IT WORKS

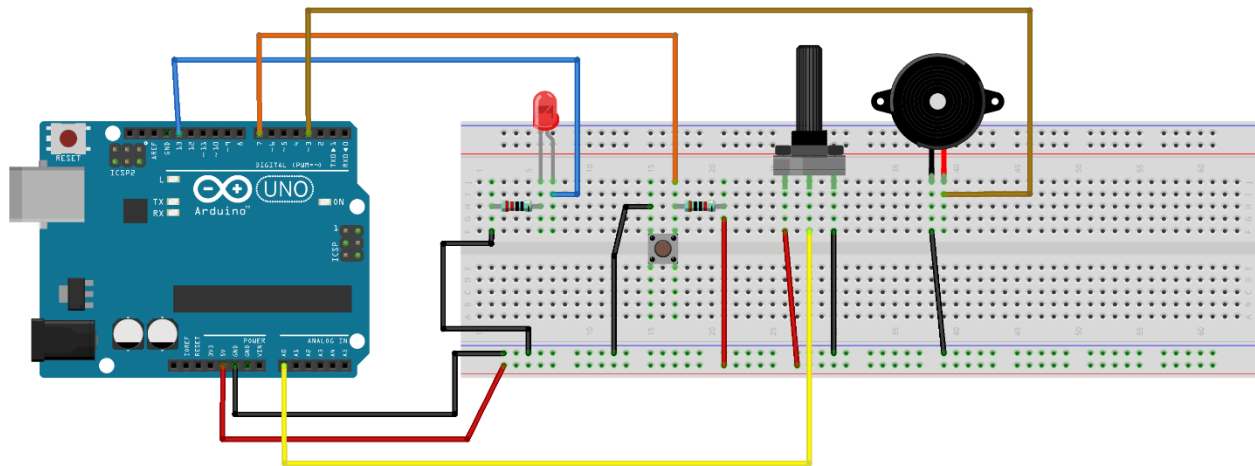
This lab shows how you can combine basic inputs and outputs to make a system.

- Potentiometer controls which note is played.
- Piezo buzzer makes noise.
- Button turns on and off the piezo buzzer.
- LED turns on when the button is pressed.

PARTS

- Arduino Uno
- Push Button
- LED
- Piezo Buzzer
- Potentiometer
- 220 Ω Resistor (marked with red band for convenience)
- 10k Ω Resistor (marked with silver band for convenience)
- Breadboard & jumper wires

CIRCUIT



fritzing

```

/*
Basic musical instrument
*/

const int buttonPin = 7;    // pushbutton pin
const int ledPin = 13;      // LED pin
const int buzzerPin = 3;    // piezo buzzer pin
const int sensorPin = A0;   // potentiometer pin
int duration = 500; // this value determines how long in milliseconds the
// sound plays
int notes [8] = {262,294,330,349,392,440,494,523}; // frequency values of
// notes

void setup()
{
    // Set the pushbutton pin as an input:
    pinMode(buttonPin, INPUT);

    // Set the LED pin as an output:
    pinMode(ledPin, OUTPUT);
    pinMode(buzzerPin, OUTPUT);
}

void loop()
{
    int sensorValue = 0; // variable that stores the state of the
                        // potentiometer
    int outputValue = 0;
    int buttonState = 0; // variable that stores the state of the button
    buttonState = digitalRead(buttonPin); // read in the state of the button
    sensorValue = analogRead(sensorPin); // read the value from the
                        // potentiometer:

    outputValue = map(sensorValue, 0, 1023, 0, 7); // translate input from
                                                // potentiometer to a
                                                // value from 0 to 7

    if (buttonState == LOW) // if the button is being pushed
    {
        digitalWrite(ledPin, HIGH); // turn the LED on
        tone(buzzerPin, notes[outputValue], duration); // play the sound
        delay(duration); // wait until sound is done playing
    }
    else
    {
        digitalWrite(ledPin, LOW); // turn the LED off
    }
}

```